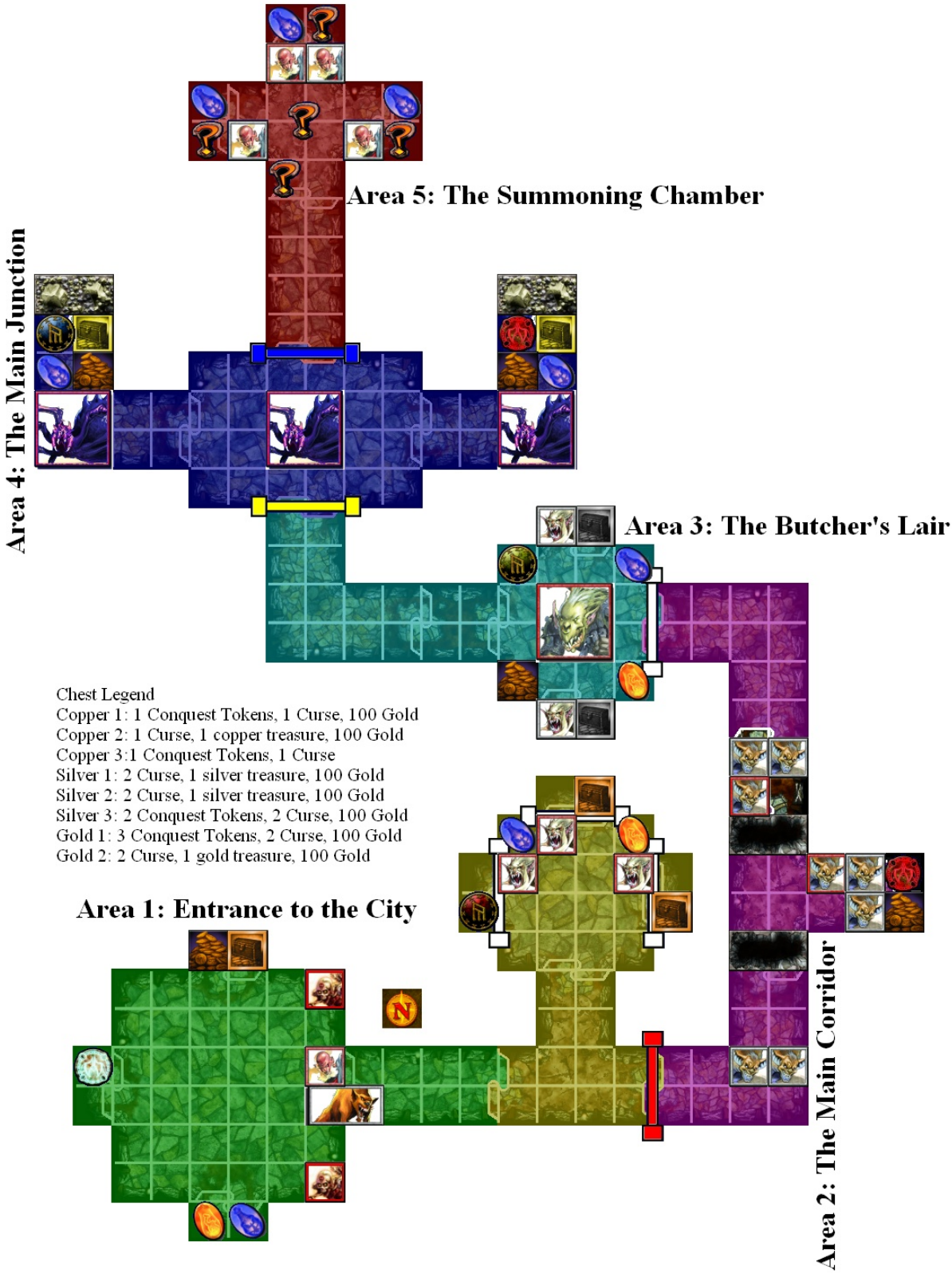
Area 5: The Summoning Chamber
Area 4: The Main Junction
Area 3: The Butcher's Lair
Chest Legend
Copper 1: 1 Conquest Tokens, 1 Curse, 100 Gold
Copper 2: 1 Curse, 1 copper treasure, 100 Gold
Copper 3:1 Conquest Tokens, 1 Curse
Silver 1: 2 Curse, 1 silver treasure, 100 Gold
Silver 2: 2 Curse, 1 silver treasure, 100 Gold
Silver 3: 2 Conquest Tokens, 2 Curse, 100 Gold
Gold 1: 3 Conquest Tokens, 2 Curse, 100 Gold
Gold 2: 2 Curse, 1 gold treasure, 100 Gold
Area 1: Entrance to the City
Area 2: The Main Corridor

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The Summoning

By George Kizilis

Scenario Background

During a recent visit to the village of Toplok, you found yourselves in the middle of what looked like a very well organised and orchestrated raid. Although you managed to help the village guards to repel the attack, you found something amongst the dead that was even more worrying.

One of the sorcerers that died in the raid carried with him a proclamation letter titled: "The Second Coming".

The letter goes on to proclaim that the order, which calls itself "The Hand of A.N.H", is in the final stages in achieving the summoning to the material plane of the demonic counterpart of someone that they only seem to refer to as "Master".

This demonic presence has been coercing with the "Master" in order to open a permanent gateway between the demonic and material realms. Although the motivation of the Master is not clear from this letter, such a gateway cannot be allowed to exist.

The scroll seems to indicate that the final reagent for the summoning is located somewhere in this village. This Master seems to have instructed his order to find it at any cost.

Having read this, you realise that the raids will not stop unless this threat has been neutralised or the reagent found, although you do not know what this reagent could be. The village elders employ you to help them save the village from this order and their impending attacks.

Upon interviewing the survivors of the attack, you determine that the attack originated from the ruins of the ancient, dwarven city of Barah-Drum. Unwilling to abandon the villagers to a fate of repeated attacks and certain death, you decide to put an end to the order's plans for the summoning. Besides, if the order succeeds in completing the summoning of this demonic entity, the fate of the whole world would be in jeopardy.

Mission Goals

Your aim is to infiltrate the ruins of the ancient city of Barah-Drum and put a stop to the order's plans of the summoning.

Additionally, you need to uncover the identity of the one that calls himself "The Master" and his true motives.

The heroes start with 5 conquest counters and the Overlord start with 3 Overlord cards and zero threat counters.

The heroes may choose starting skills and shop from the town market as normal.

Area 1: Entrance to the City

As soon as you descent into the ruins of the city, you realise that your suspicions about the cult being based here were true. There seems to be a welcoming committee, waiting to greet anybody either brave or foolish enough to venture in this ancient place.

The strange thing is that they seem to be expecting you and are almost overjoyed to see you...

After the players pass through the entrance, and come to the red runed door and room, read the following:

Ahead of you, lies a door. The door is magically sealed and cannot be picked by any means. To the left, lies a room with 3 cabinets on each side. A sign can be seen at the entrance: "Supply Room"

Important: No traps may be spawned by the Overlord in the supply room.

Area 2: The Main Corridor

With the main door to the dwarven city opened, you face the long and treacherous journey into the depths of the Barah-Drum.

It used to be an old technique of the dwarves to make the main entrance to any of their cities narrow and full of traps. This way, any invaders were forced to enter double file. Because most of the corridor was trapped, any invaders would have to endure the close confines of the corridor and any possible traps that they or their companions fell prey to. There was nothing like the impact to the moral of an enemy army, when forced to walk double-file in the close confines of a tunnel when half of them happened to disappear in a blink of an eye in some dark pit or under a huge boulder that fell announced from the ceiling.

In fact, most armies that dared invade a dwarven city were routed even before coming face to face with the dwarven guards. Thus, the main corridor in any dwarven city became known as the "Longest Road". There was even a joke shared amongst the dwarves: "What is the longest road in any dwarven city?" a dwarf would often ask in presence of non-dwarven company. The answer, which would be accompanied with either painful or amusing stares from the crowds, was always the same: "The one with the longest screams!"

However, this corridor was different. A foul smell hangs in the area and the floor is covered with what it looked to be bird droppings. Countless bones and skeletons lay on the ground as far as the eye could see. About half way in the corridor, there were two huge chasms, disappearing into the darkness. Whether they were made by the dwarves aeons ago, or by something else it's not clear. The fact remains however that they seem to make the Longest Road on this dwarven city even longer. Between them, sun light beams from an opening to the right, between the chasms. It seems like somebody made a late addition to the dwarven design.

Important: Do not spawn the razorwings when revealing this area. They can only be spawned when the conditions are met (see below)

Any traps played on this area are either pit traps or blocks of rock that drop from the ceiling. Unless the card specifies the kind of trap, the Overlord decides what kind of trap it is. If the trap is a

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pit trap, it's an abyssal trap. Any hero falling in it is instantly killed unless he can avoid it. No traps can be spawned adjacent to each other or to the chasms in the middle of the corridor.

There are razorwings nesting in this area. When the heroes first enter, the razorwings are asleep and hanging from the ceilings. Therefore, the heroes can pass through them for the purposes of movement. If the however a trap is triggered or battle occurs, the razorwings are instantly activated and attack as normal.

The only monsters available for spawning here are Razorwings, beastmen and sorcerers. Razorwings can only be spawned after the current razorwings are activated.

Area 3: The Butcher's Lair

The corridor continues to the left and opens to a small area. In the days of old, this would have been the guards post room. Anybody that was lucky enough to have made it through the "Longest Road" would have to face the stern and determined dwarven guards.

The city however has long been abandoned by the dwarves and no dwarf that would value his life would be here now. For the place is now known (albeit only to few) by another name : The Butcher's Lair.

Upon entering, you immediately come to the attention of a big body that stands in the centre of the room: an ogre unlike any other!

Read the following text to the heroes as they come to the entrance of the room:

The Butcher, turns around and faces you, still chewing on a leg.

"Ahh! Freshhhh meat!" he mutters.

On the side of the room, a couple of beastmen sit on the floor gnawing at some old bones. The whole room is in a appauling condition: there are half eaten corpses of men, beastmen, razorwings and other 'undetermined' creatures in several different stages of decomposition and decay.

The air, filled with the smell of fresh and old flesh mixed with the offensive odour of rot and old blood, is as repulsive as the sight of the room itself.

Before you can react, the Butcher steps forward&.

Important: The ogre in this room is none other than the Butcher. This is a named master Ogre with 4 additional wounds.

Once the Butcher has been killed, he awards 3 conquest tokens to the party, 1 silver treasure and 50 gold to the hero that dealt the killing blow.

No traps may be spawned in this room by the Overlord.

Area 4: The Main Junction

Past the door of Butcher's Lair lies the corridor to the main junction of the dwarven city. In the olden days, this junction would be full with trademen, guards and commoners traveling to and from the city.

There would be fires burning and the smell of dwarven ale and roast boar would be filling the air.

In contrast, the corridor now is silent, barren and lifeless. There are no fires or roast boar and not a drop of ale can be found anywhere. Only old decayed skeletons lie here and there covered with cobwebs, mouths gaping open on what looks to have been the last expression of their owners. An expression full of surprise and anguish, looking up into the darkness of the ceiling...

The corridors to the left and right of the main room, used to be the main entrances to the second level of the dwarven city. Unfortunately, both seem to have been blocked with cave-ins, sealing the entrance to the underground dwarven city forever. Whatever long, forgotten treasures lie undiscovered there, seem to be destined to remain the stuff of legends...

There are cobwebs covering most surfaces in the room... Too many cobwebs in fact....

Important: Do NOT spawn the spiders pictured, when revealing this area on the first time.

The first trap to be triggered in this area is considered noise trap. Ignore the normal text for the first trap only. After the first trap has been triggered, any traps can be played by the Overlord as normal.

The spiders will only be spawned and activated when a noise trap is triggered or battle occurs in the room.

Read this to the players once a noise trap has been activated or battle occurs in the room:

Your careless step lands on an old bone, lying on the floor. As it gives way under the weight of your foot, a crunching sound rises from the floor on what seems to be an eternity of time, and echoes throughout the hall.

You hold your breath...Nothing further can be heard but the low cackling sound of the flame from your torch.

You let your breath out with a sigh....

Suddenly, amidst this stillness and silence, you become aware of an overpowering emotion....someone....something... is watching you, tracking your every move! You feel as if a thousand eyes are following you... A hidden malice, old beyond reckoning, seems to have now solely bent its will upon your impending doom!

High above, hidden in the darkness of the endless ceiling, a hissing sound can now be heard. It seems as if its coming from everywhere around you, as it echoes throughout the walls. A second later, another one can be heard, this time coming from the left corridor leading away from this room...Then another, this time from the right. The hissings are getting louder, and are drawing closer! They can now be heard all around you! Suddenly and without further warning, a hairy, black, insectoid leg moves out from the shadows:

"SPIDEEEEEEEERS!"

Read this to the players if battle occurs in the room:

As your weapons clash with the monsters for the first time, the sound echoes throughout the hall and seems to amplify in volume.

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Suddenly, amidst the fever of the battle, you become aware of an overpowering emotion....someone....something... is watching you, tracking your every move! You feel as if a thousand eyes are following you... A hidden malice, old beyond reckoning, seems to have now solely bent its will upon your impending doom!

High above, hidden in the darkness of the endless ceiling, a hissing sound can now be heard. It seems as if its coming from everywhere around you, as it echoes throughout the walls. A second later, another one can be heard, this time coming from the left corridor leading away from this room...Then another, this time from the right. The hissings are getting louder, and are drawing closer! They can now be heard all around you! Suddenly and without further warning, a hairy, black, insectoid leg moves out from the shadows:

"SPIDEEEEEEEERS!"

Once the trap has been triggered or battle starts and the text above read, spawn the spiders as indicated on the map. If the players occupy any of the squares that the spiders need to spawn, spawn them in square adjacent to them.

The spiders activate IMMEDIATELY interrupting the player's turn. The spiders can move and attack as normal. No threat counters or Overlord cards are collected at this stage. No other overlord cards may be played at this stage apart from aim, rage and charge. Once all the spiders have been activated, player turn resumes as normal.

The master spiders award the following: 50 gold and 1 Conquest counter.

Area 5: The Summoning Chamber

Do the following as soon as the players enter the summoning room:

When the players first enter the room, each hero rolls a power die. Any hero that rolls a blank or a unique result among the others is the one to be trapped by the sorcerer later on, and teleported on one of the lesser summoning circles. In the event of a tie, reroll. If more than one roll a blank, the players that rolled blank reroll untill there is only one person that rolls a blank power die.

Alternatively, the players evaluate the players rolls as follows: on a power die, a blank result is the lowest and the power surge is the highest. The player that rolls the lowest on a power die is the one to be trapped by the sorcerer.

Upon entering the room you realise that you have been too late. At the centre of what used to be the main energy access for the dwarven city, lies a summoning circle. A gate has begun forming on top of it...

Three sorcerers surround the summoning circle and seem to be chanting a language you do not understand. At the back of the room, another sorcerer seems to be directing them; it takes only moments to realise the identity of the sorcerer: it s the sorcerer that was once responsible for abducting and imprisoning you: the mad sorcerer Abdul Nar-Hajaret.

"Ah! My friends! Arrived just in time! I trust your journey here was not too...taxing!", the sorcerer lets out a evil laugh. "I see that you brought with you the final ingredient for my summoning! Well I suppose since you did your part, its time I did mine".

With that, the sorcerer commands his followers and they step into the lesser summoning circles that are located near them. The sorcerer also speaks out an unknown spell and transports a the hero that was selected before to the remaining lesser summoning circle.

The centre summoning circle now lights up with energy as the life force of the all the lesser summoning circles feeds into it.The sorcerer now steps into the central summoning circle shouting: "Bear witness... to my ASCENSION!"

Important: The Encounter sysmbols on the map mark the position of the Summoning circles on the floor.

Once the flavour text has been read, the master sorcerer is immediately replaced with a Master Demon figure. The demon has initially zero wounds and he is protected by a summoning shield.

Immediatelly after it enters play, the demon performs 1 attack on each sorcerer and player trapped in the lesser summoning circles. Whatever damage the demon does (assuming he does not miss and BEFORE subtracking armour) he gains in available wounds. Once all the sorcerers and player have been attacked once, the summoning has been completed and the has been summoned in this plane. The demon may now attack and play as normal and has as many wounds as he aquired during his previous attack on the sorcerers/player.

During his turn, the OL may choose not to move or attack the heroes with the demon. Instead the OL may perform another attack on the sorcerers/player that are trapped on the lesser summoning circles. This action can only be performed if the following are true:
*** The demon is still on the centre summoning circle and has not moved this turn**
*** The demon has not attacked any hero apart from the one trapped in the summoning circle.**

If the OL chooses to do so, the demon heals as many wounds as the damage he does on the sorcerers/pleayer, before subtracking any armour.

There is NO upper limit to the wounds that the demon may aquire this way. The demon will heal wounds and any afflictions on himself before regaining any new wound counters.

In the beginning of any trapped hero's turn, the player that controls him rolls two power dice. If the results rolled on both dice is the same, the hero has broken free from the summoning trap and may move and attack as normal.

Any monsters may be spawned in this room by the OL.

Do not reveal this information to the players:
Any players that step in a empty summoning circle, risk being trapped there by them demon. Any player that moves through or finishes his movement on a summoning circle rolls a power die: if he rolls anything but a blank, he is trapped in the circle. His movement and turn end immediately. He/she may try and break free as normal on his next turn.

The demon's name is Balthanzanaar, has the stats of a master demon and initially has zero wounds. It cannot be harmed initially untill he performs his first attack on the trapped player/sorcerers.

The sorcerers trapped in the lesser summoning circles may not attack the heroes. The heroes however may choose to attack the sorcerers as normal. ANY wounds that the sorcerers suffer during such an attack (after the armour has been taken into consideration) are applied to the demon also, IF and only IF the demon is still on the summoning circle.

Read the following to the players if they manage to defeat the demon:

The final blow proves too much for the demon/old sorcerer. Sensing that the mortal body of the sorcerer cannot sustain it anymore, the demonic entity decides to abandon its host and

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return to its realm. The demon Balthanzanaar has been unsummoned.

Replace the defeated figure of the demon with the sorcerer's figure. The players are awared 3 conquest counters.

Read the following after the figure of the demon has been replaced with the figure of the sorcerer:

"NO! Nooooo! My power! Is...gone....!" The sorcerer turns to the heroes. "You... you have foiled my plans again! You will pay for this dearly....one day! Until then..." The sorcerer mumbles something, and before the heroes can react he vanishes...

Once the sorcerer has been defeated and the demon unsummoned, the heoes win the quest.

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